# TRAIL OF CTHULHU ADVENTURES

You can choose any starting time between 8 a.m. and 6 p.m. Thursday, Friday, and Saturday, or between 8 a.m. and noon on Sunday.

Each game runs for four hours.

Please let me know your preferred adventure, day, and time slot in the following format:

"Voices from the Other Side – Friday 10 a.m. – 2 p.m."

# **AFTERLIGHT**

West of Arkham, the hills rise wild. An unwholesome air clings to their dark slopes, and strange things whisper in the shadows of the trees. But the town of Aylesbury is a bastion of light against this primordial gloom, an outpost of modernity on the edge of darkness. But out here, even the light becomes strange and sour, and reveals things best left unseen...

#### **UNDER THE ABYSS**

From your cousin's letter:

"Make a holiday out of it – the trees are beautiful this time of year, and the roads are much better than they used to be thanks to the recent works. All I ask is that see the hill, then look me in the eye and tell me whether or not I have lost whatever marbles I still possess."

#### HAMMER OF THE GODS

1937. The shadow of old gods falls across Europe. What dark forces might be unleashed? Why are sinister agents spying on an obscure professor of Icelandic archaeology? What are they really after – and who can stop them?

#### VERY LIKE A WHALE

In the aftermath of an unseasonable and oddly violent storm, the inhabitants of Long Shore woke to discover the corpse of some strange sea creature rotting on the beach. This titanic carcass drew attention from the press and the learned men of Arkham, and a group of scientists and journalists arrived to investigate the remains.

But some things are best left buried in the deep.

# FACTS PERTAINING TO THE PROPERTY ON HILL STREET

Two years ago, a student at Miskatonic University vanished. In his final letter, he mentioned that he was going to visit a house at the end of Hill Street. No such house exists. But you are there now.

# THE INNSMOUTH INVESTIGATION

Considered in isolation, the account given of events in Innsmouth by young Mr. Olmstead would be utterly unbelievable - but enough rumors and incidents cluster around that isolated, unfriendly town to warrant a closer look. As Federal agents, your task is to travel to the sea-port of Innsmouth and carry out an undercover investigation. Look for evidence of bootlegging, forgery, organized crime. Real, verifiable crimes, not the nonsense about fish-men and sea-gods spouted by that unstable young chap. You're not nervous, impressionable antiquarians like him; you're sober, level-headed G-Men. You'll find the truth in Innsmouth.

# **VOICES FROM THE OTHER SIDE**

The Lochmann Psychical Trust's mission is to find proof of the supernatural in 1930s London. So far they've found only charlatans. Could medium Sarah Hill, who claims to have real powers, be genuine?

# THE WRECK

The tramp steamer *Star of Mauritius* is found drifting outside New York harbor, a dead man at her helm. The rest of the crew is missing, presumed lost overboard. What secrets lie within her rusting hull?